

Door Entry and Fade To Black Example

by Paul Wyskowski

Objects and What they Do

GameInitObject - This sets up the global variable needed to run this example. It also has a press spacebar event to advance from the title screen. **If you use the objects/code from this example in your own game, this object (or at least its code) must be in the first room for the other objects to work properly.**



PlayerObject - Moves Left/Right via the Arrow Keys. This is all it does.



DoorObject - This object has an internal variable called ***MyDestinationRoom*** which is used to determine where the door will lead. In the creation code of this object, ***MyDestinationRoom*** is set to the current by default to avoid any errors. In the creation code of each room, I assigned this variable for each door contained within. To make this easier, I gave each instance of the ***DoorObject*** a unique instance_id to make it easier to tell them apart (use the room editor to do this after placing the ***DoorObject*** by right-clicking on it and renaming instance).

When the Up Arrow Key is pressed, it will check to see if the ***PlayerObject*** is colliding with it. If the ***PlayerObject*** is colliding with it, the ***DoorObject*** assigns its own internal value of ***MyDestinationRoom*** to the global variable ***FaderDestinationRoom***. It then will create an instance of the ***FaderObject*** which will proceed to fade to black before moving to the room assigned to the global variable ***FaderDestinationRoom***.



FaderObject - This object when created will resize itself to the size of the current room and fade to black. When it reaches black, it will go to whichever room is set to the global variable ***FaderDestinationRoom***.

Other Notes

- To go back and forth between rooms and to maintain position of the ***PlayerObject***, rooms have been set to persistent.
- To create other ways to switch rooms as I did with the title screen, do the following:

Assign the destination room to the global variable ***FaderDestinationRoom***

and add the code: `instance_create(0,0,FaderObject);`